References

→ When are refs the most useful?

↳ return more than one result

    e.g.
```
void fill_with_result ( int& a, int& b, int& c, int input){
    // calculations
        a = ...
        b = ...
        c = ...
}
```
↝ will "return" these 3 values as result such that they can be used in the main function e.g.

↳ avoid copying very large objects   e.g. calling a function with vectors / arrays etc

↳ cannot copy objects is they ∃ only once
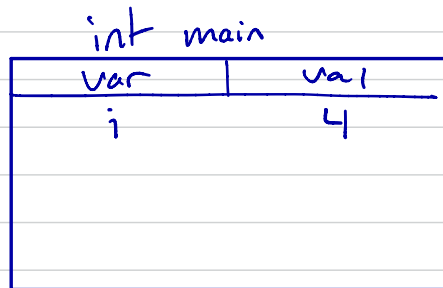
    e.g.
```
void print_func (std::ostream out){
        out << " blabla";
}
```
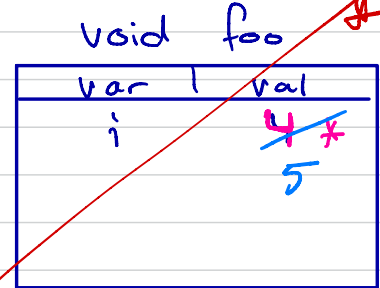
code examples from lesson:

```
void foo (int i) {
    i = 5;
}
int main () {
    int i = 4;
    foo(i);
    std::cout << i << std::endl;
}
```

int main

var	val
i	4

↳ i still 4

void foo

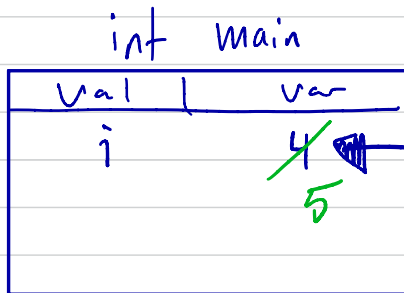| var	val
i	4 5

right when foo is called i is passed as 4

```
void foo (int& i) {
    i = 5;
}
int main () {
    int i = 4;
    foo(i);
    std::cout << i << std::endl;
}
```

int main

val	var
i	4 5

→ output i : 5

void foo

val	var
i	&